



# Editing OpenStreetMap with iD editor

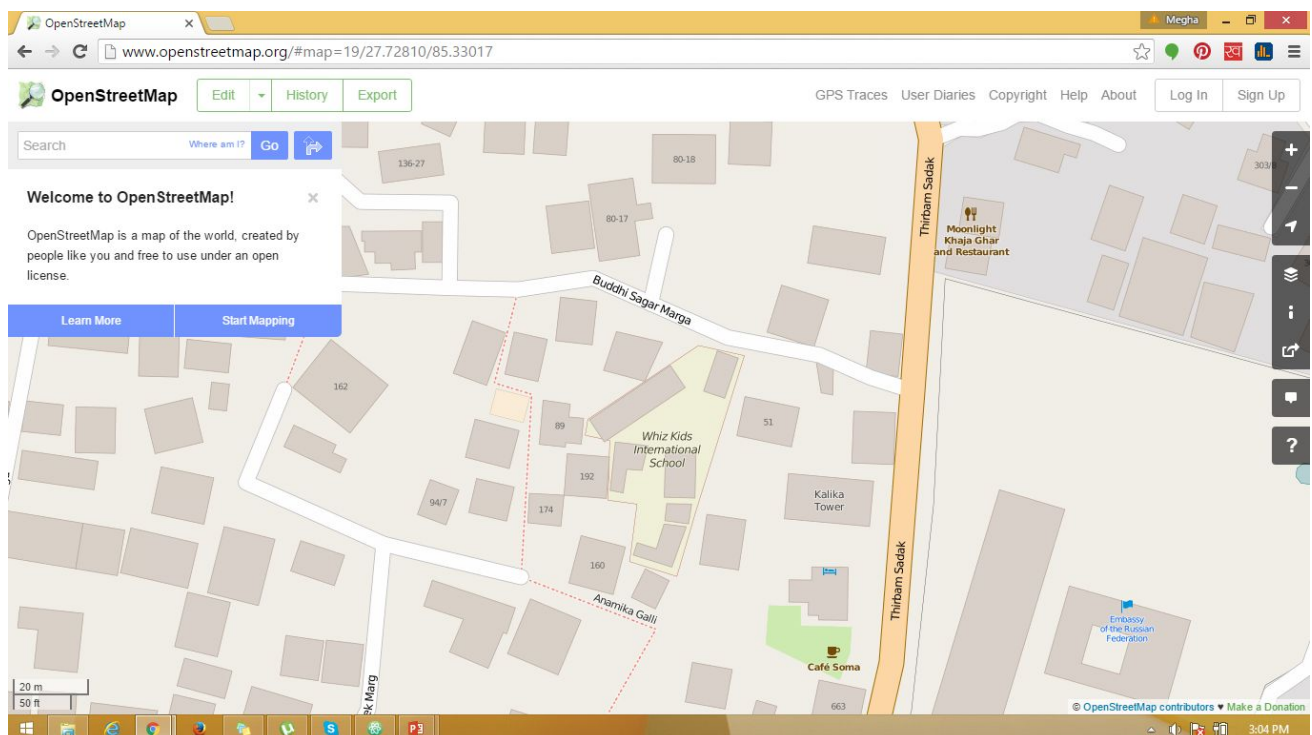
## Introduction

In this manual we will learn how to edit the map on OpenStreetMap using iD editor.

- I. **Open** iD editor
- II. **Edit** it using iD editor
- III. **Save** changes to OpenStreetMap
  1. Upload Changes
  2. See Your Changes on the Map

### 1. Open iD editor

- First, open your favorite browser and type [www.openstreetmap.org](http://www.openstreetmap.org) or [www.osm.org](http://www.osm.org) in the address bar. You will see the following window.



- Then, login to osm using your osm account.



OpenStreetMap

https://www.openstreetmap.org/login?referer=%2F

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## Login

Don't have an account? [Register now](#)

Email Address or Username:  
MeghaShrestha

Password:  
.....

[Lost your password?](#)

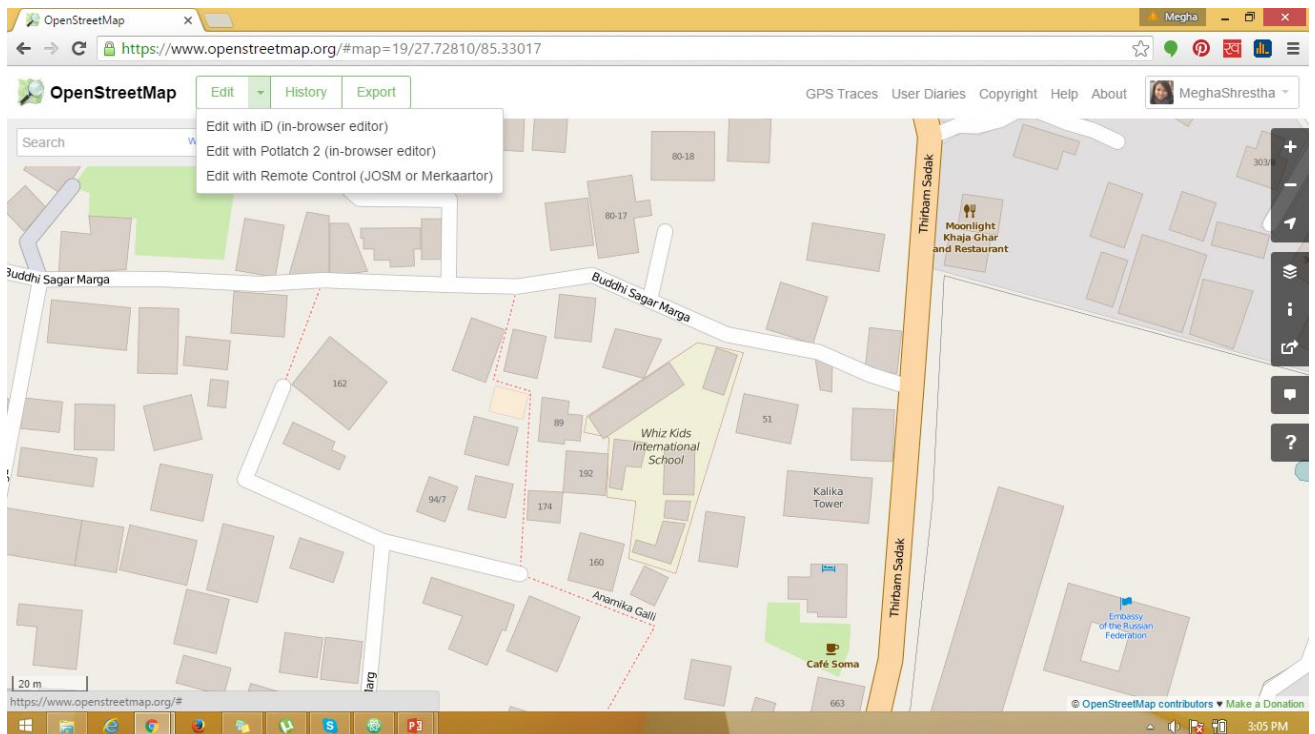
☐ Remember me

Login

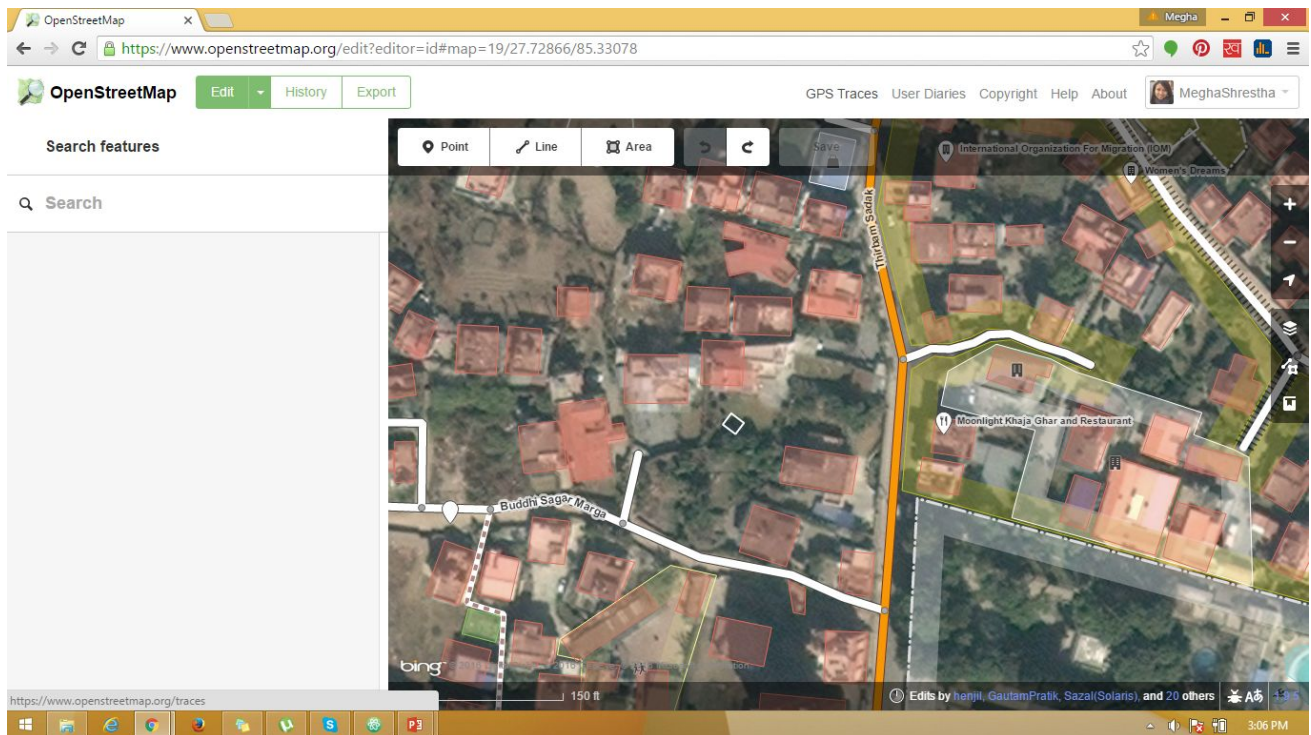
Alternatively, use a third party to login:

☐ Remember me

- Now you are able to edit. Click on the **Edit** on the top. You will see three options: Edit with iD, Edit with Potlatch 2 and Edit with Remote Control. Choose **Edit with iD**.

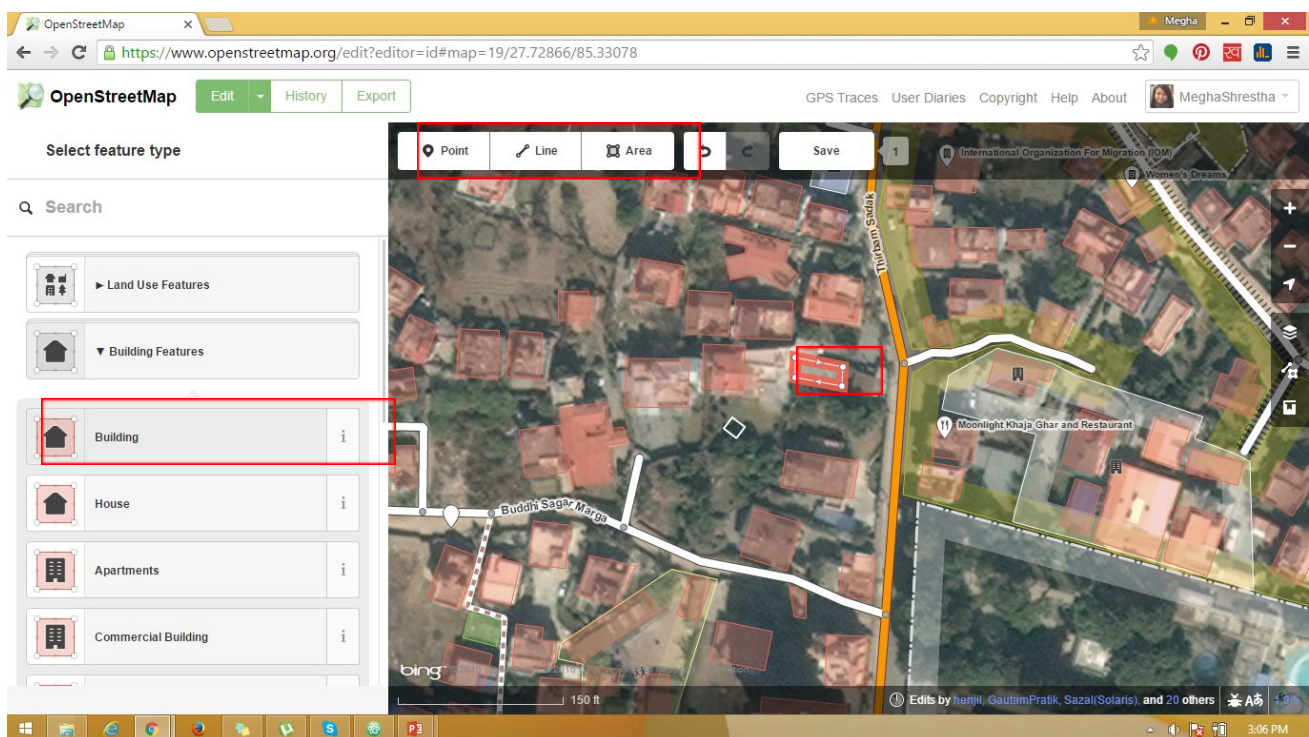


- Now you will see the satellite imagery in the background and osm data overlayed above it, if any.



## 2. Edit with iD editor

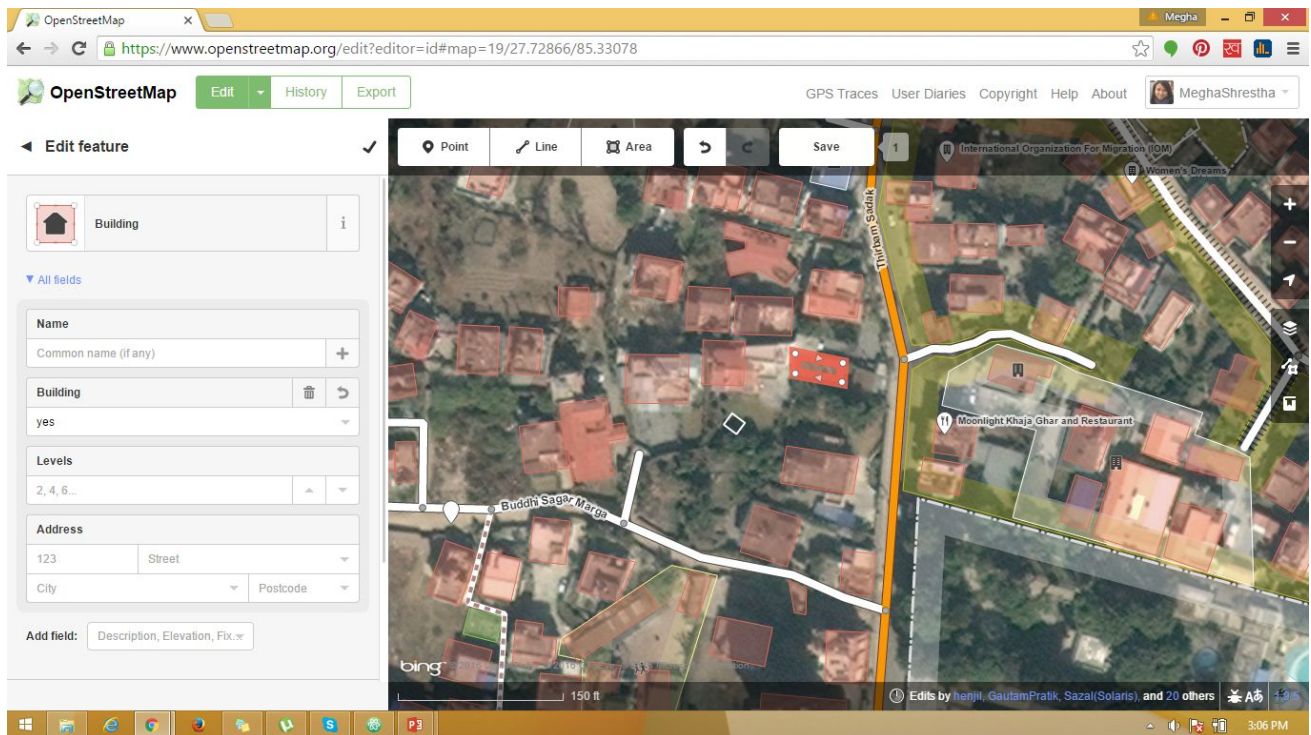
- Now you can edit on the map. You can either draw a point, a line or an area. To draw a point click on **Point** and click on the place on the image where you want to draw the point. To draw a line click on **Line**, then click on the starting point and continue along the path. To end the line double click at the ending point. To draw an area click on area, then click on the starting point, continue along the geometry and double click on the starting point to complete the geometry.



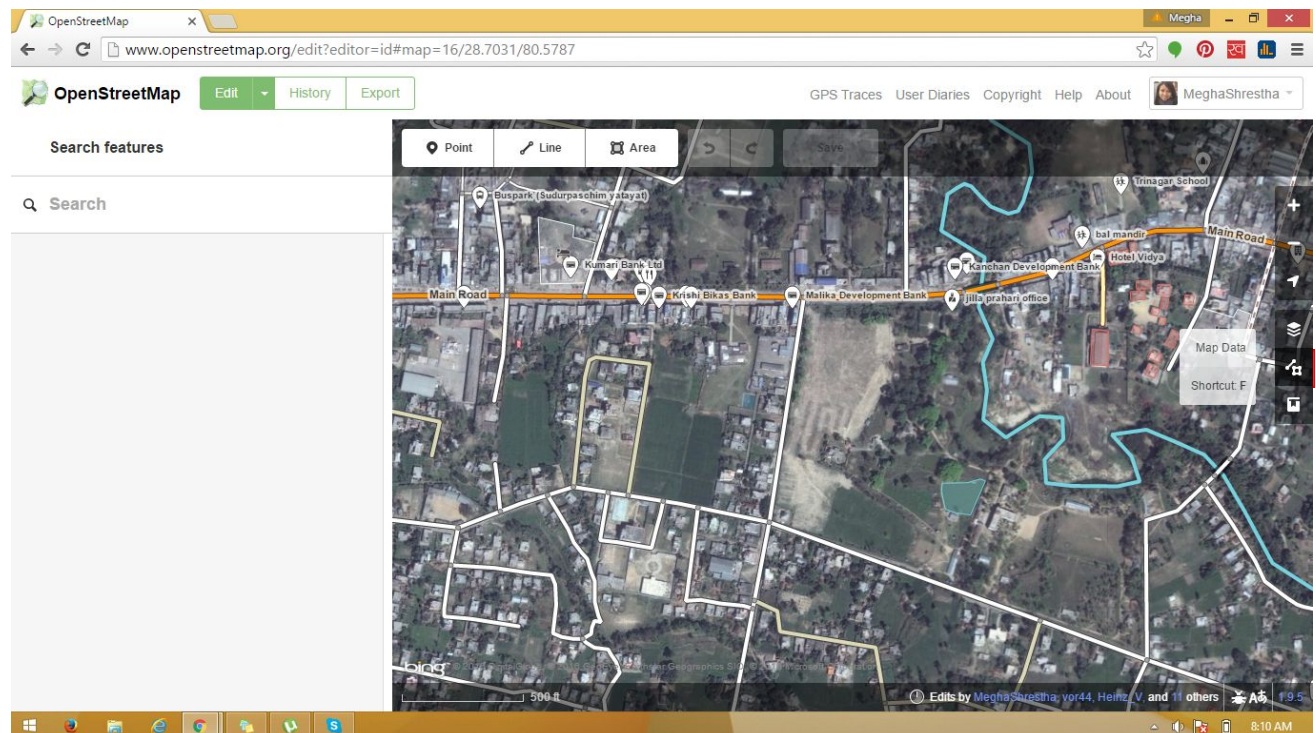




- Now you need to tag the geometry. To tag the feature select the feature and search for the feature. Example: if you have created an area which is a building, search building in the left corner of the screen. You will see building among the options shown. Click on it and add additional information, if any.

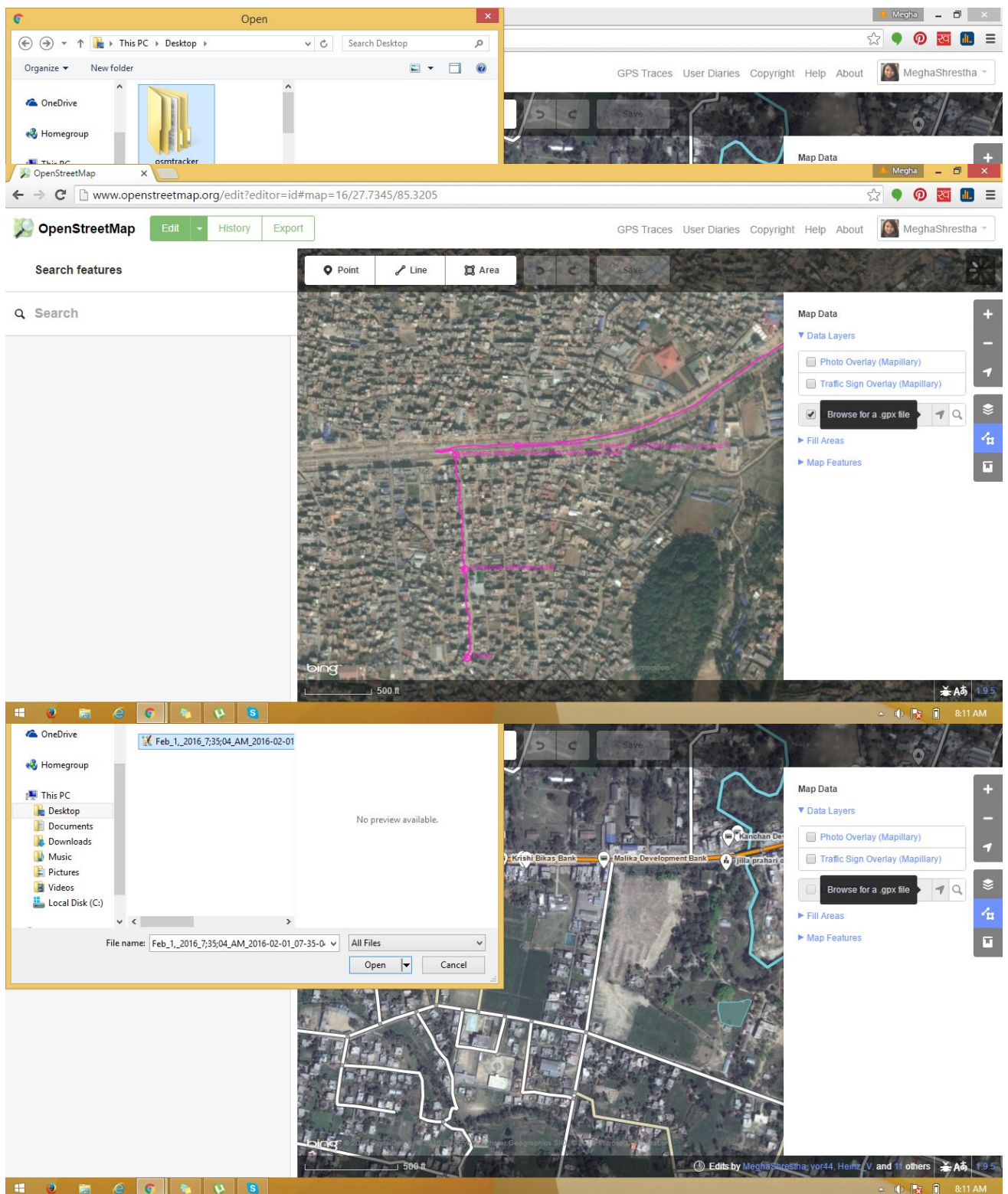


- You can also map with GPX track in iD. GPX track are for reference. They actually do not get uploaded. Hence we need to map features taking them as reference. You can add GPX track from your local device using **Map data**.



- Navigate to osmtracker (or any other) folder where you have your GPX track.





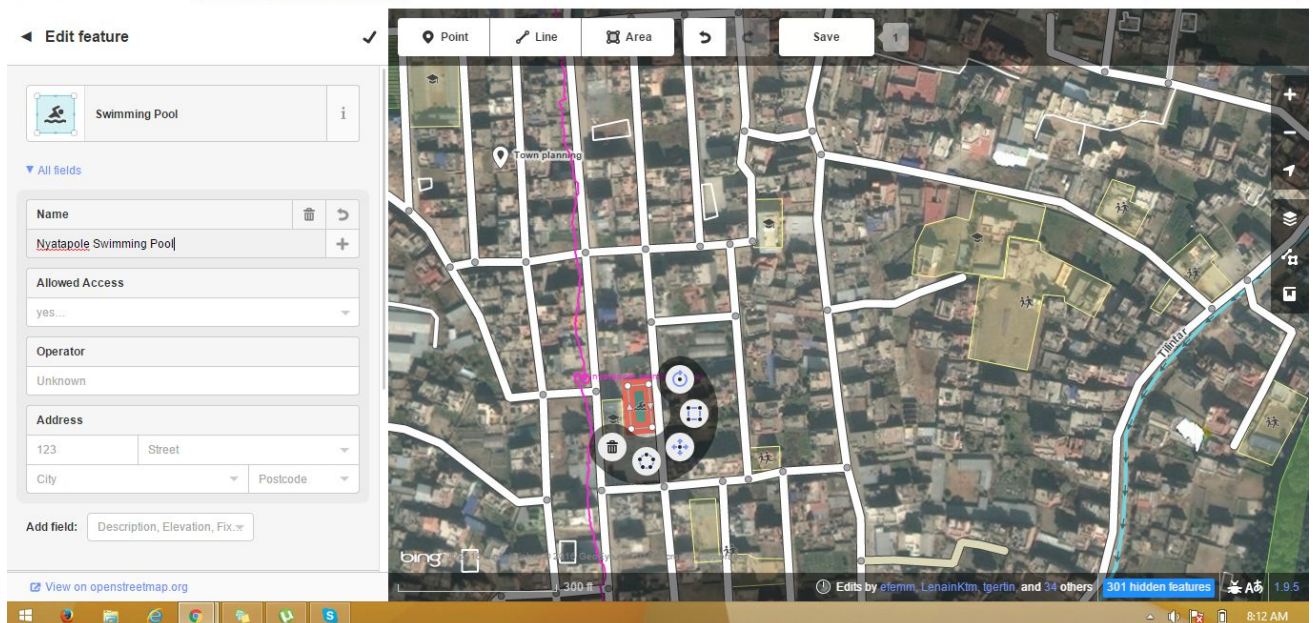
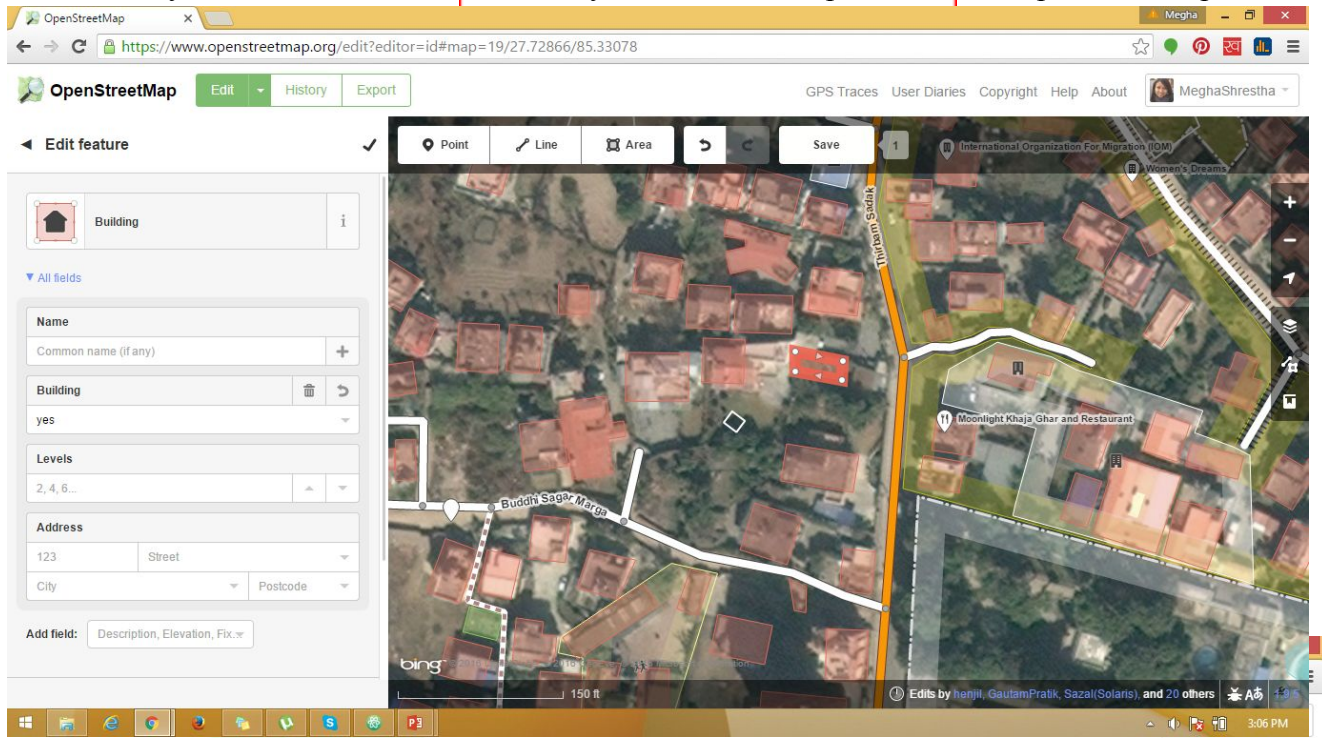
- Once you open the track you can see it overlaid over the satellite image. The image gets zoomed to the respective place where you recorded the track.
- Now you can add details (geometry+attribute) to the OSM data taking GPX track as a reference. In this case the swimming pool (geometry) was already existing but the name of



the pool was missing in the OSM data. The track contains the name and location of the pool. From the track we can know that the name of the pool is “Nyatapole swimming pool” and add that to the geometry.

### 3. Save and upload the data to OSM

- Once you have created all the features you need to then upload those to OpenStreetMap.



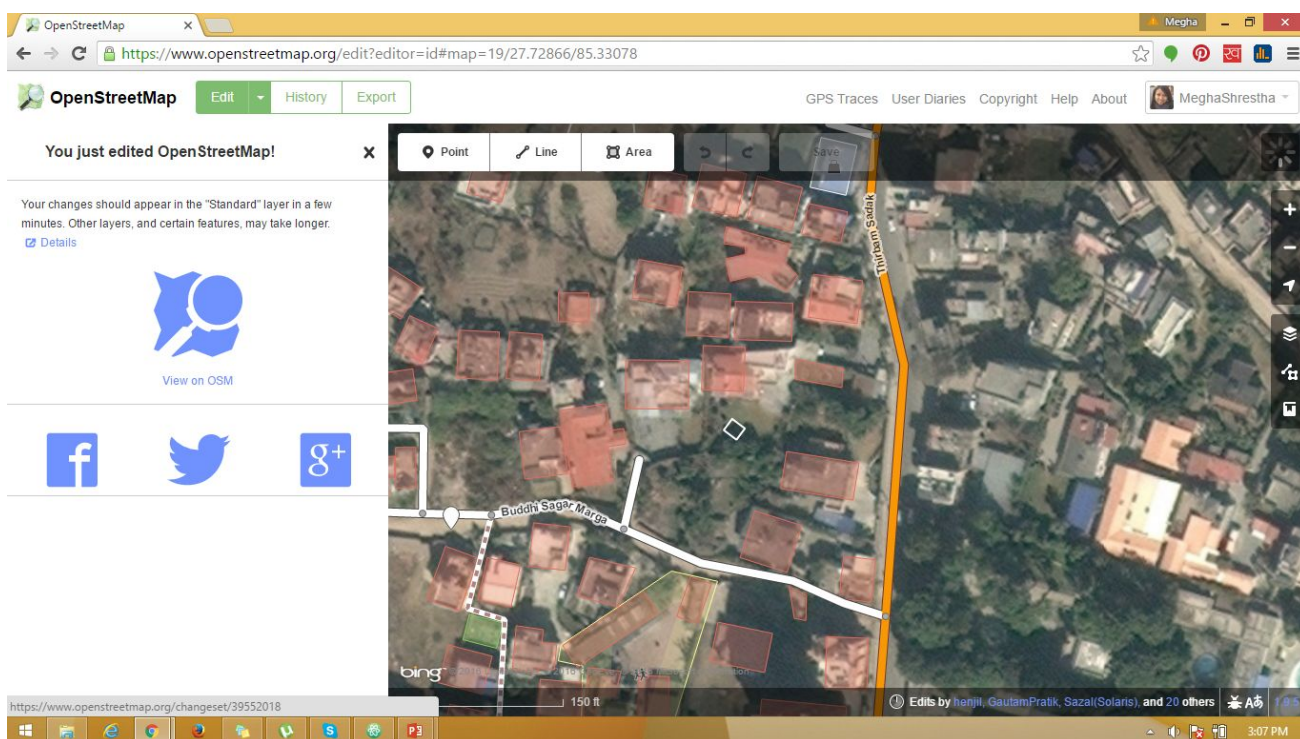
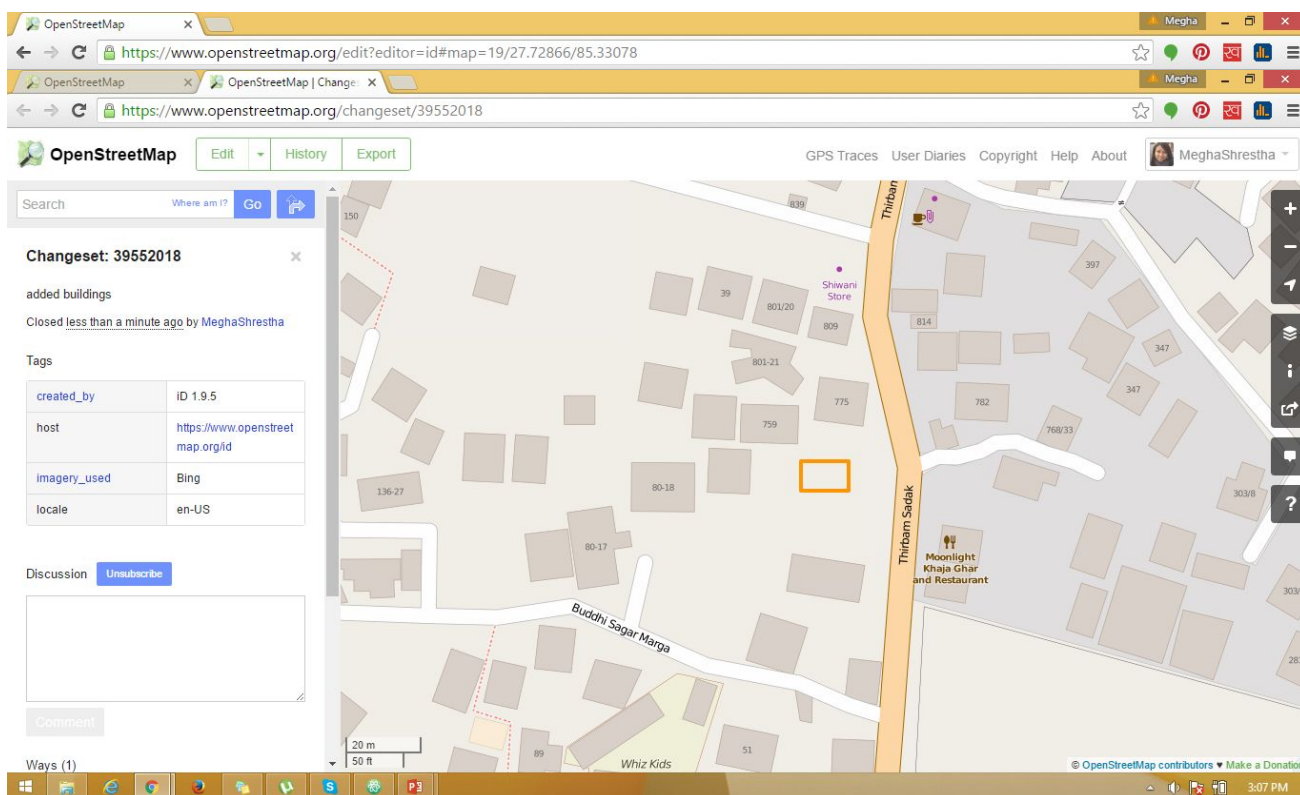
- Click on **Save** on the top.
- You need to write comment about your edits before uploading the data to OpenStreetMap.







- Click on **Save** button to upload the data to OSM.



- Now you can see your edits in OpenStreetMap